

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast

Urza's Power Plant



Land — Urza's Power-Plant

☞: Add ☞. If you control an Urza's Mine and an Urza's Tower, add ☞ instead.

Urza threw himself into his research, pushing the boundaries of both possibility and morality.

371 2XM • EN MARK TEDIN

™ & © 2020 Wizards of the Coast